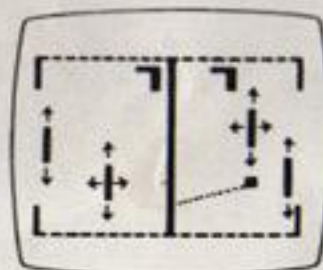


score. The game starts when both players depress the service buttons. The ball moves from the serve point at a random angle in either direction.

### 7. Soccer

This game uses a playing area as shown in Fig. 7. The motion of the players is as in the hockey game. The game will start when the loser of the previous goal depresses his service button. The ball will move away from the kickoff point at a random angle but always towards the goal of the winner of the previous goal.



7. Soccer



8. Gridball

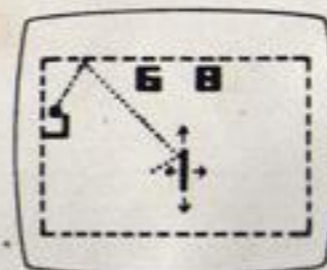
### 8. Gridball

This game uses a playing area as shown in Fig. 8. Each player has three sets of vertically moving barriers to block the ball from approaching his end and open the barriers to permit the ball to advance towards the opponent's end. The game starts when both players have depressed their service buttons. The ball moves away from the face off point at a random angle in either direction. One point is

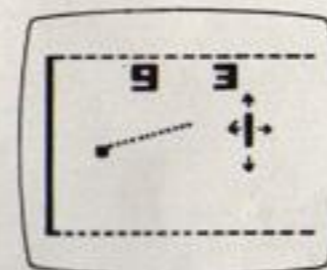
scored each time a player is successful in landing the ball in the opponent's end. The first contestant to reach 15 points wins and the game is stopped.

### 9. Basketball Practice

Basketball practice is a one player game which utilizes only the left basket as shown in Fig. 9. The right counter displays the number of hits the player makes without scoring while the left counter shows the number of baskets made. Play starts when the right serve button is depressed.



9. Basketball Practice



10. Practice

### 10. Practice

This game is a single player squash (See Fig. 10). The right score counts the number of successive hits in the current game (to a maximum of 15), the left score the number of volleys played.

Due to the complicated electronics and mechanism of this cartridge, the following might occur:

The bat or bats cannot reach the boundary when the corresponding joystick is moved in extreme directions.

If this affects the playing of the games or results in uncontrollable rolling of bats in the GRIDBALL game, a minor adjustment in the cartridge is necessary. It can be done simply by following the instruction below:

### BAT ADJUSTMENT INSTRUCTION

- (1) Insert the cartridge into the console. Be sure it is in the manner mentioned on the cartridge label. Place the TEAM LEFT and RIGHT Switches to AMATEUR position. Move the JOYSTICKS on both control boxes vertically downwards as shown in Fig. 11

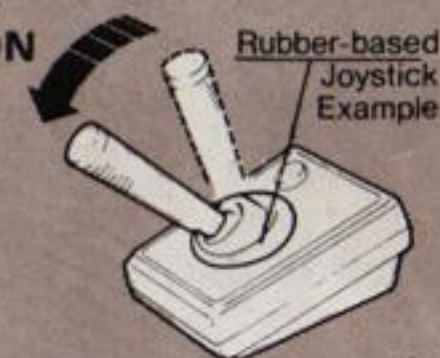


Fig. 11

- (2) Press Reset Button

- (3) Press Game Select Button no. 3. The screen normally appears as in Fig. 12. If there is any bat appearing inside the boundary, it can be adjusted by means of an ADJUSTMENT KNOB provided with this cartridge. Please see Fig. 13 for details.



Fig. 12

### Left Bat Position Adjustment

Insert the ADJUST KNOB into the **Left Bat Adjustment** hole in the cartridge front.

Make sure that the knob is fully in the slot.

Then gently rotate the knob in an **Anticlockwise** direction to move the left bat downwards until it **Just** disappears beneath the boundary line

(To move the bat upwards, turn the knob in opposite direction)

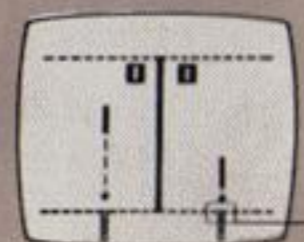
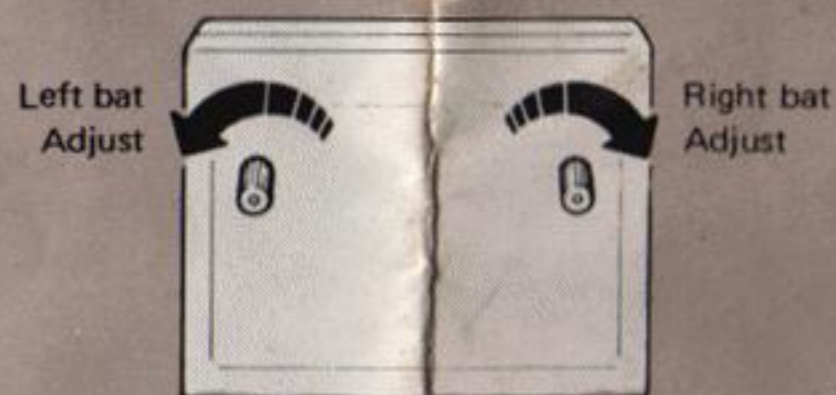


Fig. 13

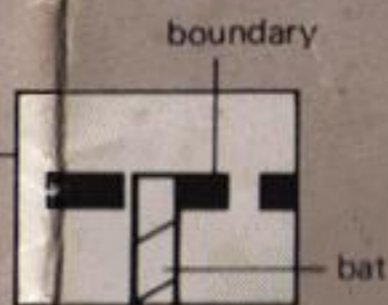
### Right Bat Position Adjustment

Insert the ADJUSTMENT KNOB into the **Right Bat Adjustment** hole in the cartridge front.

Make sure that the knob is fully in the slot.

Then gently rotate the knob in a **Clockwise** direction to move the Right bat downwards until it **Just** disappears beneath the boundary line.

(To move the bat upwards, turn the knob in opposite direction.)



- (4) After adjusting the bat or bats, press game select button No. 8

The picture of Gridball game should be stable as in Fig. 14, and it proves that your bat adjustment is correct.



Fig. 14

If the picture is unstable, with lines of bats rolling continuously, it means that your bat adjustment is

incorrect and the bat might have been moved a bit too far beyond the boundary line. Repeat step (2), (3) and (4) until the picture is stabilized.

Once the adjustment is proved right, no further adjustment is required, but player must make sure that the control box is in its corresponding left or right position.



## WHAT IS PC-501?

- The PC-series is a number of cartridges which work with the programmable TV game console unit. PC-501 is one of the choices.
- Each type of cartridge offers a particular category of games. Thus one console plus several items of the PC-series means several separate sets of the conventional type TV games.
- As its name Supersportic suggests, PC-501 offers 10 sports: Squash, Hockey, Tennis, Basketball, Soccer, Gridball, Basketball practice, Practice, Target I & II shootings.

Before playing the game in this cartridge, please read the following important information carefully.

## WHAT ARE THE SWITCHES & CONTROLS OF THE CONSOLE UNIT FOR WHEN USED WITH PC-501?

- **Game reset button**  
Press 'RESET' to restart the game. After reset, the scores displayed on the screen will be 0 : 0.
- **Team L. switch (For left player)**  
The 'AMATEUR' position is for larger bats/paddles and the 'PROFESSIONAL' position is for small bats/paddles.
- **Team R. switch (For right player)**  
The independent player selectable bat size enables handicap match.

- **Speed switch**

When the switch is placed in the 'AMATEUR' position, the ball travels at slow speed to traverse the screen.

When the switch is placed in the 'PROFESSIONAL' position, the ball will switch automatically to high speed after 7 consecutive hits by the players without a goal being scored.

- **Serve switch**

When the serve switch is in the 'AUTO' position, the game is restarted automatically after each score. When the switch is in the 'MANU' position, game stops after each score. The game can only be restarted by pressing the 'SERVE' button on the corresponding player control box. (ie. whoever serves

PC-501 CONTROL FUNCTION	NAME OF THE CONTROL ON GAME CONSOLE UNIT
Power On/Off and Volume Control	Power On/Off and Volume Control
Ball Speed	Speed Switch
TEAM-L Bat Size Selection	TEAM-L Switch
TEAM-R Bat Size Selection	TEAM-R Switch
Automatic/Manual Serve	Serve Switch
Game Reset	Game Reset Switch
Serve/Fire (Right Player)	Manual Serve/Fire Button (Right Player)
Right Player Control	Right Player Joystick Control
Game Selection	Game Select Buttons
Left Player Control	Left Player Joystick Control
Serve/Fire (Left Player)	Manual Serve/Fire Button (Left Player)

should press his button).

- **Game select buttons**

Choose the precise item you like to play by pressing the corresponding button. (Refer to the label at the back of PC-501)

## HOW TO PLAY THE GAME?

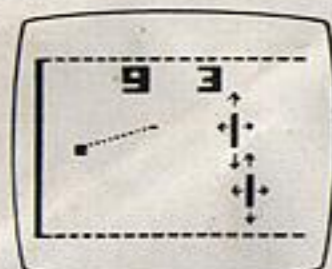
Steps:

1. Insert PC-501 into the Cartridge Socket. Be sure it is in the manner mentioned on the cartridge label.
2. Connect the Antenna cable to TV set.
3. Turn on your TV set & TV game console.
4. Select the TV channel labelled on the bottom of the console unit.
5. Adjust TV fine tuning to get the best picture image and clearest sound.

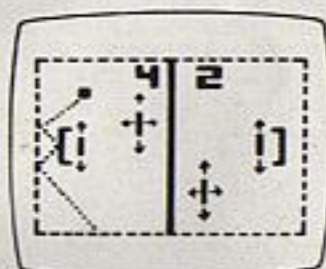
## GAME SELECTION

### 1. Squash

This game uses a playing area as shown in Fig. 1. Each player can move over the whole court. The game will start when the player whose service it is, depresses his service button. The ball moves off with a random angle toward the front wall. The color of the ball will change to the color code of the next player to hit the ball. Should wrong player intercept or be hit by the ball it will be considered a fault. Points will only be given if won on player's own service. Points won on opponents serve will only cause a service change.



1. Squash



2. Hockey

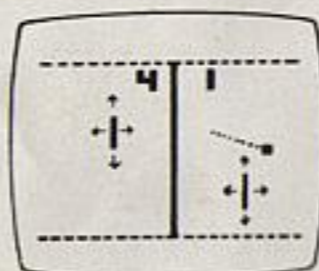
### 2. Hockey

In this game each participant has a goalie and a forward, as shown in figure 2. The forwards on both side have freedom to move over the entire playing area. The goal keepers will be locked in the horizontal axis in front of their respective goals but will move in the vertical axis in the same manner as the forwards. The game starts when both players have depressed their service buttons. The ball will move away from the face off point at a random angle in either direction. The forward of each team will have the opportunity of intercepting the ball and redirecting it further forward toward the goal of the opponent. A score is made when a player is successful in shooting the ball into the defined goal area. The scoring and game control is done automatically as in the tennis game.

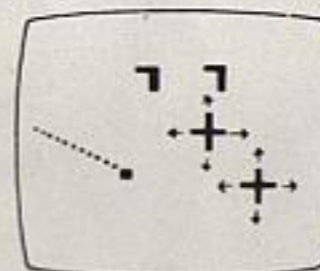
### 3. Tennis

This is like real tennis games with a top and bottom boundary, center net, movable bats and bounce sound. Each player can only move around his side

of the court, as shown in figure 3. The game will start when the player whose turn it is to serve, depresses his service button on the remote control unit. At service the ball will move away from the service point with a random angle but always toward the net. It then traverses toward the opponent, deflecting from top and bottom until the other player makes his hit. This action is repeated until one player misses the ball. The game detects a score automatically and displays it on the player's own side of the playing field. The service will automatically change every five points scored. This sequence is repeated until a score of 15 points is reached by one side. The first contestant to reach 15 points wins and the game is stopped. No further hits or scores can be made until you start another game by pushing the reset button switch.



3. Tennis



4. Target Twin

### 4. Target Twin

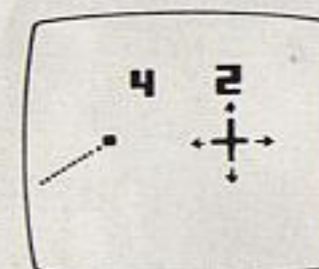
This game is illustrated in Fig. 4. The game will start when the Serve Switch is placed in Manu position and the Reset (start) button is depressed.

A large target will traverse the screen from left to right with a random angle.

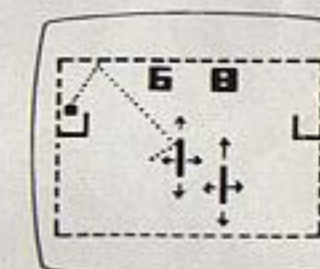
Each player can control the movement of a cross moving over the screen to shoot the target. One point is made whenever the cross overlaps the target and the serve button is also pressed simultaneously. The target disappears with a hit noise when a hit is made. The first contestant to reach 15 points wins and the game is stopped. No further hits or scores can be made until you start another game by pushing the reset (start) button switch.

### 5. Target Single

This game is similar to Target Twin except there is only one player as shown in Fig. 5. The left counter displays the number of serves and the right counter shows the number of hits.



5. Target Single



6. Basketball

### 6. Basketball

The basketball games use the closed playing area as shown in Fig. 6. The players must deflect the ball and cause it to enter the top of the basket to